Clear Form | Initial Character Calculations | Import Fix

Player Name

Level	Earned XP	Total XP	0	0 Skill Points	Focus Points
	XP to next level				

Name _____ Sex _____
Race _____ Age _____
Height _____ Weight _____ Eyes _____
Hair _____ Skin color _____
Appearance _____

Karma
Karmic Title

Loyalty
Faith

STATUS _____

GOALS _____

Fallout
A POST NUCLEAR ROLE PLAYING GAME

- ☐ Psionic
- ☐ Modern Tech
- ☐ Old World
- ☐ Space
- ☐ Waste
- ☐ Temporal
- ☐ Warp
- ☐ Void

STRENGTH 5 (5)

PERCEPTION 5 (5)

ENDURANCE 5 (5)

CHARISMA 5 (5)

INTELLIGENCE 5 (5)

AGILITY 5 (5)

LUCK 5 (5)

Physical Max

	Base	+/-	
Heal Rate	1		EN/3
Movement	25 Ft		AGx5
Leap	10 Ft		AG+ST
Lift	250 lbs		50xST
Carry Weight	150 lbs		25+(25xST)
Visual Range	130 Ft		PE³+5
Melee Damage	5		ST

Stat Rolls

Know	5		IN
Luck	25		5xLK
Dodge	10		2xAG
Evade	15		AG+(2xLK)

Morale _____

ARMOR Unarmored %

IM	PI	FR	LA	EX	DS	EP	PH

HELMET No Helmet %

Stat Modifiers

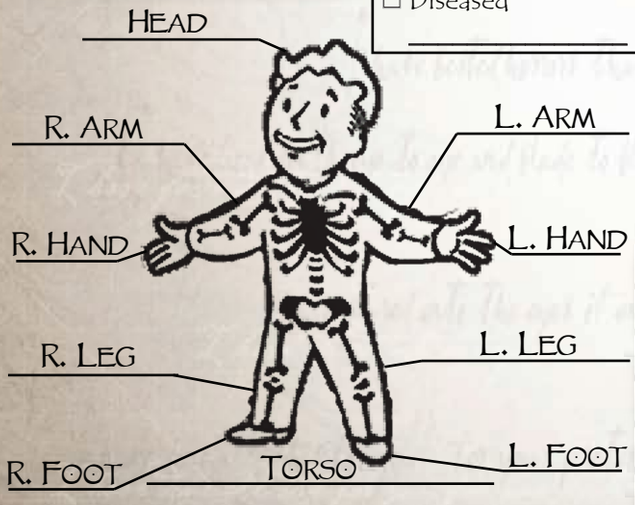
Crit Bonus	
Hit Modifier	0
Ranged Dmg Bonus	0

INJURIES

- ☐ Mute
- ☐ KO'd
- ☐ Deaf
- ☐ Blind
- ☐ Mutating
- ☐ Paralysed
- ☐ Bruised
- ☐ Concussed
- ☐ Infection
- ☐ Blood Loss
- ☐ Poisoned _____
- ☐ Addict _____
- ☐ Diseased _____

Stats

Action Points	7		5+(AG/2)
Sequence	10		AG+PE
Crit Chance	5		LK
Avoidance Chance	10		AG+PE
Passive Detect	15		3xPE
Horror Factor			
SP/Lvl	15		5+(2xIN)



Effective EN

Head	Chest	Limbs	
5	5	5	Impact
5	5	5	Piercing
5	5	5	Fire
5	5	5	LASER
5	5	5	EXPLOSIVE
5	5	5	Disintegration
5	5	5	Electro/Pulse
5	5	5	PHASE

Resist

	Base	+/-
Radiation (2xEN)	10	
Poison (5xEN)	25	
Gas	0	
Knock Out (4xEN)	20	
Death (EN+LK-5)	5	
Disease (3xEN)	15	
Psionics (PE+IN-10)	0	
Social (CHxIN)	25	

Gold Coin
Caps
BoS Script
Enclave Credits
Yen

Name	Damage	
AMMO ☐	Type	
AMMO ☐	Single	
	Burst	
X3 ☐ X5 ☐ X10 ☐	Notes	
AMMO ☐		
WEAPON 1		

Name	Damage	
AMMO ☐	Type	
AMMO ☐	Single	
	Burst	
X3 ☐ X5 ☐ X10 ☐	Notes	
AMMO ☐		
WEAPON 2		

Player Name	Total Level SP	Path
	0	

Notes

Unused Skill Points	Total Trained SP
0	
Unused Stat Points	**Total Other SP**
-35	

Doctor				First Aid			
[I]	Internal Medicine		15	[I]	Hemorrhage Control		15
[I]	Microbiology		15	[I]	Orthopedics		15
[I]	Neurology		15	[A]	Ballistic Trauma		15
[I]	Medical Procedure		15	[P]	Cardio/Respiratory Trauma		15
[A]	Surgery Major Trauma		15	[I]	Pharmacy		15
[I]	Medical Technology		15	[P]	Diagnostics		15

Outdoorsman				Stealth				Small Guns			
[A]	Natural Crafts		20	[P]	Camouflage		15	[P]	Projectiles		15
[I]	Wilderness Survival		20	[A]	Contortion		15	[P]	Pistols		15
[P]	Navigation		20	[P]	Counter Tracking		15	[P]	Sub-Machine Guns		15
[I]	Cooking/Herbalism		20	[P]	Detection		15	[P]	Rifles		15
[P]	Tracking		20	[I]	Electronic Evasion		15	[P]	Shotguns		15
[C]	Animal Husbandry		20	[P]	Personal Stealth		15	[I]	Small Gun Theory		15

Pilot				Theft				Big Guns			
[S]	Ride		15	[A]	Pickpocket		15	[P]	Machine Guns		15
[A]	Ground Vehicle		15	[A]	Electronic Bypass		15	[P]	Mini-Guns		15
[A]	Motorcycle		15	[A]	Lock Pick		15	[P]	Launchers		15
[A]	Mechanized		15	[I]	Hacking		15	[P]	Reactive Fluid		15
[A]	Avionics		15	[P]	Vehicle Theft		15	[P]	Remote Operated		15
[A]	Space		15	[A]	Sleight of Hand		15	[I]	Big Gun Theory		15

Business				Traps				Energy Weapons			
[C]	Buy/Sell/Trade		15	[A]	Surveillance/alarm		15	[P]	Beam Based		15
[C]	Management		15	[I]	Electronic		15	[P]	Plasma Based		15
[C]	Gambling		15	[A]	Demo		15	[P]	Particle Based		15
[P]	Appraise		15	[I]	Counter hack		15	[P]	Electro-Pulse Based		15
[I]	Clerical/Law		15	[A]	Primitive		15	[P]	Experimental		15
[C]	Streetwise		15	[I]	Poison		15	[I]	Energy Weapon Theory		15

Expression				Science				Physical			
[A]	Forgery		15	[I]	Biology		15	[A]	Climbing/Acrobatics		15
[C]	Physical Performance		15	[I]	Physics/Math		15	[S]	Martial Arts		15
[C]	Artistics		15	[I]	Engineering Design		15	[S]	Powered		15
[I]	Teaching		15	[I]	Chemistry		15	[E]	Athletics		15
[C]	Disguise		15	[I]	Electronics Design		15	[A]	Thrown		15
[C]	Intimidation		15	[I]	Computers		15	[A]	Catch		15

Verbal				Repair/Craft				Melee			
[C]	Con		15	[P]	Craftwork		15	[S]	Small 1 Handed		15
[C]	Language		15	[I]	Mechanics		15	[S]	Large 1 Handed		15
[C]	Vocal Performance		15	[I]	Engineering		15	[S]	Large 2 Handed		15
[C]	Carousing		15	[I]	Electronics		15	[S]	Pole Weapons		15
[C]	Interpersonal		15	[I]	Fabrication		15	[A]	Articulated Weapons		15
[I]	Public Speaking		15	[E]	Construction		15	[E]	Defensive Armament		15

Player Name

Bio

Perks

Abilities

SP Spent on Focus	

Unused Focus	0

Focus

	20
	40
	60
	80
	100

	20
	40
	60
	80
	100

	20
	40
	60
	80
	100

	20
	40
	60
	80
	100

Player Name

Focus

	20
	40
	60
	80
	100

	20
	40
	60
	80

	20
	40
	60
	80
	100

Notes

Player Name

Carry Capacity

0/150

Inventory

Total Items

0

Total Value

0

Total Weight

0

	Description	Value	Qty	Wt

	Description	Value	Qty	Wt

Traits

- ☐ *Absolute Direction*
- ☐ *Bad Natured*
- ☐ *Born Loser*
- ☐ *Bruiser*
- ☐ *Chem Reliant*
- ☐ *Chem Resistant*
- ☐ *Combat Frenzy*
- ☐ *Combat Instinct*
- ☐ *Coward*
- ☐ *Cursed Holy One*
- ☐ *Enclave Citizen*
- ☐ *Enclave Defector*
- ☐ *Fast Metabolism*
- ☐ *Fast Shot*
- ☐ *Fear the Reaper*
- ☐ *Finesse*
- ☐ *Genius*
- ☐ *Gifted*
- ☐ *Glowing One*
- ☐ *Good Natured*
- ☐ *Heavy Handed*
- ☐ *Hideous Appearance*
- ☐ *Jinxed*
- ☐ *Kamikaze*
- ☐ *Mathematical Abilities*
- ☐ *Merchant*
- ☐ *Night Person*
- ☐ *One Hander*
- ☐ *Radiated!*
- ☐ *Rambo*
- ☐ *Regeneration*
- ☐ *Sex Appeal*
- ☐ *Skilled*
- ☐ *Small Frame*
- ☐ *Sympathetic*
- ☐ *Tech Wizard*

Level 3 Perks

- ☐ ***Adrenaline Rush:*** EN 4
- ☐☐☐ ***Alertness:*** PE 4
- ☐ ***Balls of Steel:*** EN 6, Male
- ☐☐☐ ***Bloodhound:*** PE 7, Tracking 60%, Dog or Deathclaw
- ☐☐☐☐☐ ***Bracing:*** EN 4, Big Guns (40% + Rank x 10%)
- ☐☐ ***Careful:*** PE 5
- ☐ ***Cautious Nature:*** PE 6, wilderness survival 40%
- ☐ ***Common Sense:*** PE 6, IN 6, LK 6
- ☐ ***Die Hard:*** EN 5, LK 6
- ☐ ***Disease Resistant:*** EN 6, Physical 40%
- ☐☐☐ ***Doctor:*** Doctor 60%
- ☐☐☐ ***Earlier Sequence:*** PE 6
- ☐☐☐ ***Fast Healing:*** EN 6, Physical 40%.
- ☐ ***Flexible:*** AG 6, EN 6, Physical 60%
- ☐ ***Friendly Foe:*** PE 4, Small Guns 60%
- ☐ ***General Education:*** IN 6
- ☐☐ ***Hardworking:*** EN 5, IN 5
- ☐☐☐ ***Healer:*** IN 5, AG 6, First Aid 60%
- ☐ ***Here and Now:*** None
- ☐ ***Life of the Party:*** CH 4 Carousing 60%
- ☐☐☐ ***Master Thief:*** *Theft 60%*
- ☐☐☐ ***Mr. Fixit:*** Repair/Craft 60%, No Animals
- ☐ ***Mountaineer:*** ST 6, Athletics 75%
- ☐☐☐ ***Negotiator:*** Verbal 60%
- ☐☐☐ ***Night Vision:*** PE 7
- ☐ ***Quick Pockets:*** AG 5
- ☐ ***Rad Child:*** EN 6, Physical 40%, Ghoul
- ☐☐ ***Rad Resistance:*** EN 6, Physical 60%
- ☐☐ ***Ranger:*** PE 6, wilderness lore 40%
- ☐ ***Snakeater:*** EN 4
- ☐ ***Steady Arm:*** ST 9, EN 7, Super Mutant
- ☐ ***Stonewall:*** ST 6, EN 6
- ☐☐ ***Strong Back:*** ST 6, EN 6
- ☐☐☐ ***Survivalist:*** Outdoorsman 60%
- ☐ ***Swimmer:*** ST 5, EN 6, Athletics 40%
- ☐☐☐ ***Swift Learner:*** IN 5
- ☐☐☐ ***Toughness:*** 4 EN, 4 LK, Athletics 60%
- ☐ ***K9 Trip Attack:*** Unarmed 40%, Dog
- ☐ ***Way of the Fruit:*** PE 6, IN 6, No Animals
- ☐ ***Weapon Handling:*** AG 5, No Animals

Level 6 Perks

- ☐ ***Bonsai!:*** EN 5, Ghoul
- ☐☐☐ ***Bonus hand-to-hand Damage:*** ST 6, AG 6, Unarmed 75%
- ☐☐ ***Bonus Move:*** AG 5
- ☐☐☐ ***Bonus Ranged Damage:*** AG 6, LK 6, No Animals
- ☐ ***Bulk Trader:*** CH 6, Buy/Sell/Trade 80%
- ☐ ***Cancerous Growth:*** ST 7
- ☐ ***Cheater:*** AG 6, LK 6, Gambling 60%
- ☐ ***Daredevil:*** LK 6, EN 7
- ☐ ***Death Roar:*** Vocal Performance 60%, CH 2, Deathclaw
- ☐ ***Death Sense:*** PE 5, IN 2, Deathclaw
- ☐ ***Drunken Master:*** EN 4, Unarmed 60%
- ☐ ***Escape Artist:*** AG 7, LK 6
- ☐☐ ***Friendly Face:*** CH 6, LK 6, Carousing 120%
- ☐ ***Fortune Finder:*** LK 9, PE 7, Wilderness Survival 120%
- ☐ ***Gambler:*** LK 6, Gambling 50%,
- ☐ ***Ghost:*** Personal Stealth 100%
- ☐ ***Gunner:*** AG 6, Small Guns 60% or Big Guns 60%
- ☐ ***Harmless:*** CH 4, Sleight of Hand 50%, Con 50%, No Animals
- ☐☐☐ ***Heave Ho!:*** ST 5, Thrown 60%
- ☐ ***Hit the Deck!:*** PE 6, AG 6, Athletics 60%
- ☐ ***Innocent Demeanor:*** CH 6, Expression 40%
- ☐ ***Interrogator:*** Intimidation 60%
- ☐☐ ***Inquisitor:*** PE 7, Intimidation 60%
- ☐ ***Junk Merchant:*** CH 7, Buy/Sell/Trade 70%
- ☐ ***Light Step:*** AG 5, LK 5, one of Traps 60%
- ☐ ***Locksmith:*** PE 7, Lockpick 100%
- ☐ ***Loner:*** CH 5, Outdoorsman 60%
- ☐ ***Mad Doctor:*** IN 7, Science 80%, docter 70%
- ☐ ***Make This Thing Work!:*** IN 4, LK 7
- ☐ ***Man's Best Friend:*** IN 4, Animal Husbandry 75%, No Animals
- ☐☐ ***Metallurgist:*** PE 6, IN 7, Fabrication 100%
- ☐ ***Miner:*** PE 6, AG 6
- ☐☐☐ ***More Criticals:*** LK 7, Level 6, Not Super-Mutant
- ☐ ***Mutant Friendly:*** CH 6, Carousing 100%, Human
- ☐ ***Mysterious Stranger:*** LK 8
- ☐ ***Pathfinder:*** PE 6, EN 6, Tracking 80%
- ☐ ***Pinch:*** AG 6, Steal 70%
- ☐ ***Poker Face:*** CH 6, Con 60%
- ☐☐☐ ***Presence:*** CH 4
- ☐ ***Psychotic:*** EN 6, first aid 50%
- ☐ ***Quick Draw:*** PE 7, AG 7
- ☐☐ ***Sharpshooter:*** PE 7, IN 6
- ☐ ***Silent Running:*** AG 6, Personal Stealth 75%
- ☐ ***Sprinter:*** EN 6, AG 6, Athletics 80%
- ☐ ***Stat!:*** AG 6, One of medic skills 90%
- ☐ ***Stunt Man:*** ST 6, EN 6, AG 6, No Animals
- ☐ ***Suicide King:*** CH 6, Con 60%, Vocal Performance 80%
- ☐ ***Team Player:*** CH 7
- ☐ ***Triathloner:*** ST 6, EN 7, Athletics 120%
- ☐☐☐ ***Unarmed Stance:*** ST 6, PE 6, AG 6, Unarmed 90%

Level 9 Perks

- ☐ ***Actor:*** PE 6, CH 6, Con 90%
- ☐ ***Ambassador:*** CH 7, Interpersonal 80%
- ☐ ***Animal Friend:*** IN 5, Animal Husbandry 90%
- ☐ ***Auto Mechanic:*** PE 6, IN 4, Mechanics 120%
- ☐ ***Avoid Fate:*** LK 8
- ☐ ***Better Criticals:*** PE 6, AG 4, LK 6
- ☐ ***Bluff Master:*** CH 7, Con 120%
- ☐ ***Bonehead:*** EN 7
- ☐ ***Brutish Hulk:*** ST 7, EN 5, Deathclaw or Super Mutant
- ☐ ***Con Man:*** CH 7, IN 7, Interpersonal 100%, Con 150%
- ☐ ***Crazy Bomber:*** IN 6, Demo 150%, No Animals
- ☐ ***Cyber Freak:*** ST 6
- ☐ ***Danger Sense:*** PE 8, LK 8
- ☐ ***Demolition Expert:*** AG 5, Demo 150%
- ☐☐☐ ***Dumb Luck:*** LK 4, IN 4 or below
- ☐ ***Educated:*** IN 6
- ☐ ***Explorer:*** IN 6, Navigation 120%
- ☐ ***Flower Child:*** EN 5
- ☐☐☐ ***Gambler's Luck:*** IN 5, PE 6, LK 6, Gambling 15
- ☐ ***Hacker:*** PE 7, IN 6, Hacking 150%
- ☐ ***Hide of Scars:*** EN 6
- ☐ ***Karma Beacon:*** CH 6, Interpersonal 100%
- ☐ ***Lead Foot:*** PE 6, AG 6, Piloting subskill 150%,
- ☐ ***Leader:*** CH 7, IN 6, Leadership 80%, No Animals
- ☐ ***Mutate!:*** Level 9.
- ☐ ***Overcome Weakness (***No Trait Selected***):*** IN 6
- ☐ ***Overcome Weakness (***No Trait Selected***):*** IN 6
- ☐ ***Pyromaniac:*** Reactive Fluid 120%
- ☐ ***Road Warrior:*** IN 6, Ground Vehicle 70%, No Animals
- ☐ ***Smashing Hands:*** ST 6, AG 6, Martial Arts 200%
- ☐☐☐☐☐☐ ***Talon of Fear:*** Unarmed 100%, Deathclaw
- ☐☐☐ ***Will to Live:*** EN 8, LK 6

Level 12 Perks
☐☐☐ ***Action Boy:*** AG 5, Athletics (150% + Rank x 25%)
☐ ***Body Snatcher:*** PE 4, Disguise 100%
☐ ***Divine Favor:*** CH 8, LK 8
☐ ***Driving City Style:*** Ground Vehicle 90%, No Animals
☐ ***Eyes on the Prize:*** PE 8, Theft 150%
☐ ***Gain Agility:*** AG under racial max
☐ ***Gain Charisma:*** CH under racial max
☐ ***Gain Endurance:*** EN under racial max
☐ ***Gain Intelligence:*** IN under racial max
☐ ***Gain Luck:*** LK under racial max
☐ ***Gain Perception:*** PE under racial max
☐ ***Gain Strength:*** ST under racial max
☐ ***In Your Face:*** Martial Arts 70%
☐ ***Living Anatomy:*** PE 7, Doctor 125%
☐ ***Master Trader:*** CH 7, Buy/Sell/Trade 200%
☐☐ ***Robot Repairman:*** PE 7, IN 7, Repair/Craft 120%
☐ ***Tag!:*** None
☐☐ ***Tough Hide:*** EN 8, Super Mutant

Level 15 Perks
☐ ***Bend the Rules:*** LK 7
☐ ***Bonus Hand-to-Hand Attacks:*** AG 6, Martial Arts 150%
☐ ***Bonus Rate of Fire:*** PE 4, AG 7, Small Guns 150% or Big Guns 150%, No Animals
☐ ***Cult of Personality:*** CH 9, Con 150%
☐ ***Looter:*** PE 9, Traps 120%
☐ ***Master Pickpocket:*** Pickpocket 200%, AG 8, No Animals

Level 18 Perks
☐ ***Break the Rules:*** LK 8
☐ ***Slayer:*** ST 8, AG 8, Martial Arts 250%, any Melee Sub-Skill 250%
☐ ***Sniper:*** *REQS:* PE 8, AG 8, Small Guns 250%

Calculation Sheet do not print!!!

0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 3

0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
30 30 30 30 30 30 30 30 30 30 30 30 30 30 30 30 30
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0

0 0 0 0 0 0 0 0 0 0 0 100% 100% 0 35

Trait Modifiers

0	0	0	0	0	0	1	0	0
	0		0		1	1		0
			0			1		0
			0					0
			0					0
			0					0
			0					0

Stat Modifiers

0 0 0 0 0 0 0

Racial Stat Min/Max

5	5	5	5	5	5	5
5	5	5	5	5	5	5
5	5	5	5	5	5	5
5	5	5	5	5	5	5
0	0	0	0	0	0	0
0	0	0	0	0	0	0

Subskill Max Values

60 60 60 60 60 60 60 60 60 60 60 60 60 60 60 60 60

Misc Modifiers

0 0 0 0 0 0 0 0 N
0 0 0 0 0 0 0 0

Subskill Ranks Added

0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
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Subskill Modifiers

0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 0

General Ed/Educated Modifiers

0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0

Total Weight of Gear Carried

0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0

Permanent Free Stat/Skill Changes

N Craft	W Surv	Cooking	Nav	Track	Ani Husb	Ride	G Vehic	Mcycle	Mech	Avionics	Space	B/S/T	Manage	Gamble	Appraise	Law	Street	Forgery	Phy Perf	Artistics	Teaching	Disguise	Intimidate
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Con	Lang	Voc Perf	Carouse	Inter	Pub Spk	Int Med	Microbio	Neuro	Med Proc	Surgery	Med Tech	Camo	Contort	C Track	Detect	Elec Ev	Stealth	Pickpkt	Elec Byp	Lockpick	Hacking	V Theft	SoH
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Alarm	Electric	Demo	C Hack	Primitive	Poison	Biology	Phy/Math	Eng Des	Chem	Elec Des	Comps	Craft	Mechanic	Eng	Elec	Fab	Construct	Hem Con	Ortho	Ballistic	Cardio	Pharma	Diagnotic
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Proj	Pistols	SMG	Rifles	Shotgun	SG Theo	M Guns	Min Gun	Launch	Reactive	Remote	BG Theo	Beam	Plasma	Particle	Electro	Exp	EW Theo	Climb	Mar Art	Powered	Athletics	Thrown	Catch
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
S1 Hand	L1 Hand	L2 Hand	Polearm	Art Wep	Defensive																		
0	0	0	0	0	0																		

S.	P.	E.	C.	I.	A.	L
0	0	0	0	0	0	0